

ARTICLE 20:18
GAMING COMMISSION -- DEADWOOD GAMBLING

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CHAPTER 20:18:01 GENERAL PROVISIONS

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20:18:01:01. Definitions. In addition to the terms in SDCL 42-7B-4, terms used in this article mean:

- (1) “Association,” a body of persons united and acting together without a corporate charter;
- (2) “Background investigation,” the security, medical, and financial check of an applicant for a license;
- (3) “Building,” a common structure that is built or constructed or any piece of work artificially built up or composed of parts joined together in some definite manner;
- (4) “Burn,” the dealer's act of removing the first card after the shuffle and placing it in the discards; also, the act of placing an active card in the discards;
- (5) “Common retail premises,” two or more buildings that are adjacent, share a common or party wall, have interior access, share identical building ownership or leasehold interest, share a

common operator or route operator, and share a common cage that if routed is also used as the route operator's cage;

- (6) "Controller," an electronic device that acts as a relay between a slot machine signal and the overhead progression sign;
- (7) "Costs," sums of money to be paid to the commission for testing of slot machines, devices, and equipment;
- (8) "Drop," the total amount of money, chips, ~~and tokens,~~ coupons, and wagering vouchers removed from the drop boxes;
- (9) "Drop box," for blackjack, ~~and poker,~~ house banked poker, craps, roulette, keno, and poker games, a locked container permanently marked with the game and a number corresponding to a permanent number on the table and for a slot machine, the bill acceptor box located within the machine;
- (10) "Financial institution," a bank, savings and loan association, credit union, trust company, or other similar entity chartered by the United States, a state, or a territory or commonwealth of the United States;
- ~~(11) "Free play," in relation to promotional items, the use of a coupon that is issued to a patron by an establishment for play for which no bet is required;~~

~~(12)~~(11) "Gaming contract," an agreement in which a person does business with or on the premises of an entity licensed under this article;

~~(13)~~(12) "Imprest bank," an area on a poker table in which a predetermined dollar amount of chips, tokens, or cash is kept;

~~(14)~~(13) "Jackpot verification mode," the period of time between the progressive jackpot activation of a progressive slot machine and the resetting of the device which caused its activation;

~~(15)~~(14) "Lammer" or "lammer button," a chip-like implement with a numeral;

~~(16)~~(15) "Link," one or more progressive slot machines that are connected to a progressive controller and may be played in order to achieve the stated progressive amount;

~~(17)~~(16) "Matched play," in relation to promotional items, the use of a coupon that is issued to a patron by an establishment for play that must be accompanied by a bet;

~~(18)~~(17) "Moral turpitude," an act done contrary to honesty and good morals; it is an act of baseness, vileness, or depravity in the private and social duties which a person owes to other persons or to society in general;

(18) "Non Cashable Promo Play," are credits that are not redeemable for cash and awarded to the player at the discretion of the licensee.

Credits are issued and tracked through the use of a slot management system that entitles the player to participate in gambling on the licensee's slot machines and table games.

- (19) "Normal mode," the mode of a progressive slot machine at all times other than when it is in the jackpot verification mode;
- (20) "Pit boss," the person responsible to direct and supervise personnel where required and observe table action, review irregularities, arbitrate customer disputes arising from table play, maintain proper table loads, and oversee or count table inventory at the beginning and ending of shifts;
- (21) "Poker podium," a stationary stand or counter in a poker room which contains a predetermined amount of chips, tokens, and currency;
- (22) "Progressive controller," the hardware and software that controls all communications among the machines within a progressive slot machine link and its associated progressive meter;
- (23) "Proposition player," a person paid a fixed sum by the licensee for the specific purpose of playing in a card game, who uses personal funds and who retains the winnings and absorbs the losses;
- (24) "Shill," a player provided by or employed by a retail licensee who only bets money provided by the retail licensee;

- (25) “Substantial interest,” at least as large an interest in a corporation, partnership, or association as that of any other shareholder, partner, or principal;
- (26) “Support licensee,” a person licensed by the commission who is working or who is about to work for an operator or retailer as a card dealer, slot machine mechanic, slot machine technician, floor supervisor, cashier, shill, proposition player, slot route runner, pit boss, a member of the count team, computer monitor for progressive links, or in any other way directly related to gaming.

Source: 16 SDR 57, effective October 1, 1989; 16 SDR 233, effective July 1, 1990; 18 SDR 9, effective July 23, 1991; 20 SDR 113, effective January 23, 1994; 22 SDR 95, effective January 18, 1996; 35 SDR 184, effective February 2, 2009; 38 SDR 213, effective June 18, 2012.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-7, 42-7B-11(11)(13).

Cross-Reference: Pit boss requirement, § 20:18:12.01:17.

**CHAPTER 20:18:06
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20:18:06:02. Fee required with application. An application fee must accompany each application for ~~license~~ license, game or game variation approval in the following amounts:

- (1) Slot machine manufacturer or distributor, \$5,000;
- (2) Operator license, \$1,000;
- (3) Route operator license, \$1,000;
- (4) Game and game variation approval, \$1,000;
- ~~(4)~~(5) Retail license, \$250;
- ~~(5)~~(6) Gaming property owner license, \$250;
- ~~(6)~~(7) Key employee license, \$150; and
- ~~(7)~~(8) Support license, \$50.

Source: 16 SDR 57, effective October 1, 1989; 16 SDR 233, effective July 1, 1990; 19 SDR 21, effective August 20, 1992; 21 SDR 98, effective November 30, 1994; 27 SDR 53, effective December 4, 2000; 39 SDR 100, effective December 3, 2012.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-7, 42-7B-11(1), 42-7B-21, 42-7B-22.

20:18:06:12. Application for approval of games. Persons seeking approval of new games or variations of games of poker, blackjack, craps, roulette, keno or blackjack-poker combination must submit an application on a form provided by the commission and pay the fee required by ARSD 20:18:06:02. The application shall include information concerning the following:

- (1) Personal background information;
- (2) Proposed rules of the game;
- (3) Approval of the game in other jurisdictions;
- (4) The name of the operator or tribal casino which will offer the game for play if approved.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-7, 42-7B-11(13), 42-7B-21, 42-7B-22.

CHAPTER 20:18:12.01
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20:18:12.01:09. Persons not to bring their own cards, dice or chips.

A person may not bring onto a gaming site or introduce into a game playing cards, dice or chips other than those obtained from a retail licensee.

Source: 16 SDR 57, effective October 1, 1989; transferred from
§ 20:18:21:17, 21 SDR 98, effective November 30, 1994.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, ~~42-7B-2, 42-7B-3, 42-7B-4,~~
42-7B-7, 42-7B-11(13), ~~42-7B-14, 42-7B-15.~~

20:18:12.01:19. Manned Surveillance Rooms. Licensees that operate
house banked table games with a bet limit in excess of \$100 or any craps table
must have a manned surveillance room operating anytime house banked table
games are open for play.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

20:18:12.01:20. Use of licensed gaming tables for training of
dealers. The use of licensed gaming tables for training licensed dealers is
allowable provided the business licensee restricts access to the table by use of
a barrier and places signage approved by the executive secretary or a designee
indicating the table is being used for training purposes only.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

20:18:12.01:21. Training Licensed Dealers. A licensee who offers craps, roulette or house banked tables games must provide training to the licensed employees on the operation of those games. The licensee must maintain a written log of all training hours provided each licensed employee for a period of three years. The training records must include the following information:

- (1) Name of licensed employee who provided the training;
- (2) Name of licensed employee who received the training; and
- (3) Date, hours and type of training received.

Before a licensee allows a licensed employee to deal live table game to the public without direct supervision, the licensed employee shall receive:

- (1) A minimum of 120 hours of training to deal craps;
- (2) A minimum of 60 hours of training to deal roulette; or
- (3) A minimum of 40 hours of training to deal house banked table games.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

CHAPTER 20:18:14 AUTHORIZED GAMES

Section

20:18:14:01 Authorized games.

20:18:14:02 Start of gaming.

20:18:14:01. Authorized games. The following games are authorized:

- (1) Blackjack;
- (2) Poker; ~~and~~
- (3) Slot machines;
- (4) Craps;
- (5) Roulette; and
- (6) Keno.

Source: 16 SDR 57, effective October 1, 1989.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, ~~42-7B-2, 42-7B-3, 42-7B-4, 42-7B-~~
~~17~~ 42-7B-7, 42-7B-11(13).

CHAPTER 20:18:14.01 TOURNAMENTS

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| 20:18:14.01:10 | Inspection of software. |
| 20:18:14.01:11 | Random tournament seating. |

20:18:14.01:01. Definitions. Terms used in this chapter mean:

- (1) “Game tournament,” an organized ~~poker or~~ poker, blackjack, craps or roulette game approved by the executive secretary in which a player pays a “buy-in” and receives a prescribed number of chips;
- (2) “Slot tournament,” an organized event, sponsored by one or more licensees, that permits a player to either purchase or be awarded the opportunity to engage in competitive play against other players;
- (3) “Tournament buy-in,” an advertised amount paid by each player to participate in a game tournament which entitles the player to receive a prescribed number of chips. The tournament buy-in amount is included in the tournament prize pool except for that portion that may be retained as a tournament entry fee;

- (4) “Tournament entry fee,” a percentage of the tournament buy-in that may be retained by the licensee as adjusted gross proceeds. The maximum amount that may be retained by the licensee is limited pursuant to § 20:18:14.01:06;
- (5) “Tournament prize pool,” is a prize pool comprised of the tournament buy-in and any other items or amounts given by the licensee and awarded to the participants in the game or slot tournament.

Source: 19 SDR 21, effective August 20, 1992; 19 SDR 177, effective May 27, 1993; 34 SDR 200 effective January 29, 2008; 38 SDR 116, effective January 10, 2012.

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

CHAPTER 20:18:15 BLACKJACK

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20:18:15:30.07. Variations of the play -- Buster Blackjack. Buster blackjack is a variation of blackjack which may only be played on tables designated by the licensee for the play of Buster blackjack. The game shall be dealt and played following the standard rules of blackjack in this chapter, except as follows:

(1) Buster blackjack features a side bet that allows the player to bet that the dealer will bust. Buster blackjack may be dealt using one to eight decks of cards. Prior to the dealing of any cards, all players shall make a mandatory blackjack wager up to the posted table limit. In addition to the blackjack wager, the player also has the option to make a "dealer buster" side bet. The side bet allows the player to win odds if the dealer's hand busts;

(2) After all bets have been made, the dealer deals himself or herself and each player two cards. The dealer shall expose one of the dealer's cards as the up card. Each player then plays out the hand according to the standard rules of blackjack;

(3) If the dealer does not or cannot have a blackjack and the player has a blackjack, the player is paid and the player's cards are put away. The dealer buster bet remains in action whether or not the player busts or is dealt a blackjack;

(4) After all players have made their decisions, the dealer reveals the dealer's hole card and plays out the hand. If the dealer busts, the dealer must pay all the dealer buster side bets according to the posted buster blackjack pay table. The payoff odds vary with the number of cards in the dealer's busted hand. The more cards in the dealer's busted hand the higher the payoff. If the dealer does not bust, the dealer collects all dealer buster bets;

(5) If there are no blackjack bets remaining as each player has busted out or received a blackjack, the dealer must complete the dealer's hand, if the hand is not 17 or greater, as long as there is any buster side bet; and

(6) Lammer may be used in one of the following ways:

(a) The dealer shall place a dealer buster lammer on top of the side bets after the players have placed their side bets and before the dealer deals a card to any player; or

(b) The dealer shall place a dealer buster lammer on top of the side

bets after the players receive a blackjack or after they bust;

(7) If lammers are used they will be removed by the dealer when either of the following occurs:

- (a) The dealer does not bust and collects all of the dealer buster side bets; or
- (b) The dealer busts and pays all of the dealer buster side bets.

The dealer shall place the lammers in front of the side bet area between each hand.

(8) Buster blackjack wagers shall be paid in accordance with one of the following pay tables:

(All payouts are “to 1”)

| Number of Cards in Dealer's Busted Hand | H1 | H2 | H3 | S1 | S2 | S3 |
|---|-----|-----|-----|-----|-----|-----|
| 3 | 2 | 2 | 1 | 2 | 2 | 1 |
| 4 | 2 | 2 | 2 | 2 | 2 | 2 |
| 5 | 4 | 3 | 8 | 5 | 4 | 9 |
| 6 | 15 | 12 | 20 | 15 | 12 | 20 |
| 7 | 50 | 50 | 50 | 50 | 50 | 50 |
| 8 or more | 250 | 250 | 250 | 250 | 250 | 250 |

| Number of Cards in Dealer's Busted Hand | H4 | H5 | H6 | S4 | S5 | S6 |
|---|-----|-----|-----|-----|-----|-----|
| 3 | 2 | 2 | 1 | 2 | 2 | 1 |
| 4 | 2 | 2 | 2 | 2 | 2 | 2 |
| 5 | 4 | 3 | 8 | 5 | 4 | 9 |
| 6 | 20 | 15 | 20 | 20 | 15 | 20 |
| 7 | 40 | 50 | 50 | 50 | 50 | 50 |
| 8 or more | 100 | 100 | 100 | 100 | 100 | 100 |

| Number of Cards in Dealer's Busted Hand | H7 | H8 | H9 | S7 | S8 | S9 |
|---|------|------|------|------|------|------|
| 3 | Push | Push | Push | Push | Push | Push |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 5 | 8 | 8 | 8 | 9 | 9 | 9 |
| 6 | 20 | 15 | 15 | 25 | 20 | 20 |
| 7 | 50 | 50 | 50 | 50 | 50 | 50 |
| 8 or more | 150 | 250 | 500 | 150 | 250 | 500 |

(9) Buster Blackjack Bonus is a free bonus that may be offered by the casino operator as a promotion. Buster Blackjack Bonus may only be played on tables designated by the licensee for the play of Buster Blackjack Bonus. The game shall be dealt and played following the standard rules of Buster Blackjack, except as follows:

- (a) The casino operator may impose restrictions on the game such that the bonus is paid only if the player's Buster Blackjack Bonus side bet is at least a predetermined minimum, such as five dollars. The Buster Blackjack Bonus side bet may not exceed the player's blackjack bet.
- (b) If a player has a blackjack and the dealer busts with seven or more cards, in addition to the regular payoff for the player's Buster Blackjack bet, the player will receive a "bonus" in an amount to be determined by the casino operator. A bonus example is as follows and must be posted on table:

| <u>Number Cards in Dealer's Hand</u> | <u>Pays</u> |
|--------------------------------------|----------------|
| <u>8 or more</u> | <u>\$8,000</u> |
| <u>7</u> | <u>\$1,000</u> |

Source 33 SDR 63, effective October 18, 2006.

General Authority: SDCL 42-7B-4(3), 42-7B-7.

Law Implemented: SDCL 42-7B-4(3), 42-7B-7, 42-7B-15.

20:18:15:30.14. Variations of the play – Free Bet Blackjack. Free bet blackjack is a variation of the game of blackjack using six or eight decks of cards. Casinos must use “free bet” lammers, which indicate when a player has opted to take a “free double” or a “free split.”

- (1) Free bet blackjack must be played following the standard rules of blackjack, except as follows:
 - (a) “Free” double-down on first two-card hard total of 9, 10, or 11;
 - (b) “Free” splits on all pairs except 10 value cards (10-10, J-J, Q-Q or K-K);
 - (c) “Free” double-down allowed after split or “free” split (following standard Free Bet BJ rules);
 - (d) “Free” re-splits allowed up to four hands (following standard Free Bet BJ rules);

- (e) All normal splits allowed;
 - (f) Regular doubles allowed on two-card hands;
 - (g) Dealer pushes on 22;
 - (h) Dealer hits on soft-17;
 - (i) Blackjack pays 3-to-2;
 - (j) 6 or 8 deck shoe; and
 - (k) No late surrender;
- (2) Prior to the start of each round of blackjack, each player may place a voluntary pot of gold blackjack wager on the designated spot on the table layout at the same time the player's primary wager is made and before any cards are dealt; and
- (3) Dealer deals blackjack as normal and then each player may have the opportunity to free split or free double as detailed below:
- (a) Free Split: Players may split any pairs except 10 value cards (10-10, J-J, Q-Q or K-K) without making an additional wager. The dealer will place a "free bet" lammer to the right (dealer's view) of the player's original bet and deal the game normally. There are three possible outcomes:
 - (i) The player beats the dealer: The dealer will pay the player for the player's original bet and an equivalent amount for the player's free split. If the player has made a pot of gold wager, the lammer would be moved

- by the dealer to a spot in front of the player's pot of gold wager. If the player did not make the pot of gold wager, the dealer would collect the lammer;
- (ii) The player loses to the dealer: The dealer will collect the player's original bet. If the player has made a pot of gold wager, the lammer would be moved by the dealer to a spot in front of the player's pot of gold wager. If the player did not make the pot of gold wager, the dealer would collect the lammer;
- (iii) The player and the dealer tie: The dealer will push the player's original bet. If the player has made a pot of gold wager, the lammer would be moved by the dealer to a spot in front of the player's pot of gold wager. If the player did not make the pot of gold wager, the dealer would collect the lammer;
- (b) If the player busts out of the hand with the original bet, the dealer will place the original hand face down and place the bet on top of the hand. The dealer will collect that bet at the end of the round. If split or re-split hands with free bet lammers win, the dealer will pay each lammer the value of the original bet;
- (c) Free re-splitting up to four hands is allowed;

- (d) If a player wants to take advantage of the free split, the player holds out two fingers face down next to the player's original blackjack wager to signify the player wants the free split;
- (e) Each split hand is won or lost on its own merit (Ex., player can lose original bet on first split hand and still win on the second or more free split hands.);
- (f) Free Double: Players may double a two-card hard count of 9, 10 or 11 without making an additional wager. The dealer will place a "free bet" lammer to the right (dealer's view) of the player's original bet and deal the game normally. There are three possible outcomes:
 - (i) The player beats the dealer: The dealer will pay the player for the player's original bet and an equivalent amount for the player's free double. If the player has made a pot of gold wager, the lammer would be moved by the dealer to a spot in front of the player's Pot of Gold wager. If the player did not make the Pot of Gold wager, the dealer would collect the lammer;
 - (ii) The player loses to the dealer: The dealer will collect the player's original bet. If the player has made a pot of gold wager, the lammer would be moved by the

dealer to a spot in front of the player's pot of gold
wager. If the player did not make the pot of gold
wager, the dealer would collect the lammer;

(iii) The player and the dealer tie: The dealer will push the
player's original bet. If the player has made a pot of
gold wager, the lammer would be moved by the dealer
to a spot in front of the player's pot of gold wager. If
the player did not make the pot of gold wager, the
dealer would collect the lammer.

(g) Free doubling after splitting is allowed, provided the player's
point total is a two card hard total of 9, 10 or 11;

(h) If a player wants to take advantage of the free double, the
player points with their index finger next to their original
blackjack wager to signify the player wants the free double;

(i) If the player makes a bet for the dealer, the dealer is also
eligible for the free split and free double along with the
player. The same game rules apply to the dealers bet;

(j) Pot of Gold: The pot of gold wager payouts are based on the
total number of free bet lammers the player collects for each
individual blackjack hand. Casino can choose from one of
the following payouts odds and shall be posted at the table
or on the table:

| <u>Free Bets</u> | <u>POG 01*</u> | <u>POG 02*</u> |
|-----------------------------|-----------------------|-----------------------|
| <u>7</u> | <u>1,000 to 1</u> | <u>100 to 1</u> |
| <u>6</u> | <u>300 to 1</u> | <u>100 to 1</u> |
| <u>5</u> | <u>100 to 1</u> | <u>100 to 1</u> |
| <u>4</u> | <u>60 to 1</u> | <u>50 to 1</u> |
| <u>3</u> | <u>30 to 1</u> | <u>30 to 1</u> |
| <u>2</u> | <u>10 to 1</u> | <u>12 to 1</u> |
| <u>1</u> | <u>3 to 1</u> | <u>3 to 1</u> |

(k) All Pot of Gold wagers lose to a dealer blackjack.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-4(3), 42-7B-7, 42-7B-15.

CHAPTER 20:18:16 POKER

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20:18:16:15.02. The play -- Three-card poker. Three-card poker must be played according to the following rules:

- (1) Three-card poker may be played only on tables designated by the licensee for the play of three-card poker. A single deck of cards must be used. At the operator's discretion, each player may play up to two hands following each shuffle of the deck. The rank of hands in three-card poker, from highest to lowest is straight flush, three of a kind, straight, flush, pair, and high card;
- (2) Each player must make at least one initial bet in the amount specified at the table by the retail licensee and must place the bet or bets in either one, or both, of the pair plus or the ante wagering areas in front of the player's position. The optional one dollar progressive bet is made on the sensor in front of the player's position. The pair plus and optional one dollar progressive ~~bet~~ bets are placed to play for hand value only; the ante bet is placed to play against the dealer; both bets may be placed if the player wishes to play both ways. There is also an optional six card bonus wager that can be wagered to play against a paytable for the best five card hand that can be made using the player's three card hand and the dealer's three card hand. To make the six card bonus

wager, players place their bets in the betting area marked as “six card Bonus”;

- (3) Any dealer tip delivered as a wager may be placed on either one, or both, of the pair plus or ante hands, provided that the player has placed a personal wager on the same hand. If a player continues play with a play wager, the dealer's tip ante may remain in play whether or not the player adds a play wager for the dealer;
- (4) Immediately before play begins and after each round of play has been completed, the dealer must shuffle the cards. After each player places his or her bets, the dealer shall press COIN ON on the keyboard. The sensors must lock in the bet and light up, indicating a progressive wager. The dealer shall remove all progressive bets from the table. Following shuffle and cut, the dealer deals three cards to each player and to the dealer, either face downward and one at a time in rotation among the players and the dealer or in a three-card group dispensed by a mechanical shuffling device. The first player to receive a card or cards is the player to the left of the dealer; the dealer receives cards last;
- (5) An incorrect number of cards dealt to a player or to the dealer is always a misdeal. An exposed card is not a misdeal. If the dealer exposes a card, the dealer turns the card over and continues dealing;

- (6) Wagers are collected or paid in this order: play, ante bonus (if applicable), ante, ~~and pair plus~~, and six card bonus. The optional one dollar progressive wager must be collected prior to cards being dealt. The sensor must stay lighted during the round of play if a progressive wager was made and winning hands must be paid at the completion of the round of play;
- (7) For the dealer's hand to qualify to play against the players' hands, the dealer's hand must have a value of queen high or better. If the dealer's hand does not qualify to play, all ante bets are won by the players and paid at the rate of 1 to 1. If the dealer's hand does not qualify to play, all play bets are pushes and bets are neither collected or paid;
- (8) If a player has placed an ante wager and does not wish to play, the player may fold and forfeit the ante bet. If a player folds and has made a six card bonus wager, the six card bonus wager will still be in play and resolved at the end. If a player who has placed a pair plus wager does not receive at least a pair, the wager is lost and the player must fold the player's cards. After all players who wish to fold have folded, the dealer collects the ante or the pair plus wagers, or both, and the cards from each player who folded. All bets must be collected in the order in which the players fold. As the dealer collects the cards, the cards are spread face down to

count the cards and then placed in the discard rack. A player may ask to view the folded hands;

- (9) If a player who has placed an ante wager wishes to stay in the hand, the player must place an additional wager in an amount equal to the ante in the play wagering area in front of the player's position and must place the player's hand under the wager in the play area;
- (10) After all players have acted, the dealer exposes the dealer's cards and creates the best possible three-card poker hand, ranking the cards from the dealer's left to the right and allowing the players to see the hand the dealer then takes either of the following actions:
 - (a) If the dealer does not have a qualifying hand, there is no action on the play bets; the ante bonuses are paid on all straights or better; all ante bets are paid; ~~and~~ all pair plus wagers are paid or taken; and all six card bonus wagers are paid or taken; or
 - (b) If the dealer has a qualifying hand, the play wagers are paid or taken; the ante bonuses are paid on all straights or better; the ante is paid or taken; and the pair plus wagers are paid or taken; and all six card bonus wagers are paid or taken;
- (11) If, after ranking the cards, the dealer finds that the dealer's first two cards are a tie with a player's, the third card determines the

winner. A tied hand is a push on the play and on the ante;
however, the bonuses on the ante and the pair plus wagers are
always paid if applicable;

- (12) If a player beats the dealer's qualifying hand, the player wins the player's ante and play bets, both of which are paid at the rate of 1 to 1. If the dealer's hand has a higher poker rank than the player's hand, the player loses both the player's ante and play bets. Tied hands are pushes;
- (13) The following hands are always paid a bonus on the ante as the bonus does not play against the dealer:
 - (a) Straight flush pays 5 to 1;
 - (b) Three of a kind pays 4 to 1; and
 - (c) Straight pays 1 to 1 (even money);
- (14) If a player has bet on pair plus and the player's hand contains a pair or better, the player wins, regardless of the dealer's hand. If the player's hand contains less than a pair, the player loses. The player is paid according to the following payment schedule, which must be included as part of the table layout:
 - (a) Straight flush pays 40 to 1;
 - (b) Three of a kind pays 30 to 1;
 - (c) Straight pays 6 to 1;
 - (d) Flush pays 4 to 1; and

(e) Pair pays 1 to 1 (even money);

(15) If a player has bet on the optional six card bonus wager, the dealer will combine his three cards with the player's three cards to determine the best five card poker hand. If the hand contains a three-of-a-kind or better, the player is paid according the one of the following payment schedules, as determined by the casino, and will be displayed on the table:

| Hand | TCP-6B1 | TCP-6B2 | TCP-6B3 | TCP-6B4 |
|-----------------|-------------------|-------------------|-------------------|-------------------|
| Royal Flush | <u>1,000 to 1</u> | <u>1,000 to 1</u> | <u>1,000 to 1</u> | <u>1,000 to 1</u> |
| Straight Flush | <u>200 to 1</u> | <u>200 to 1</u> | <u>200 to 1</u> | <u>200 to 1</u> |
| Four of a Kind | <u>50 to 1</u> | <u>50 to 1</u> | <u>100 to 1</u> | <u>100 to 1</u> |
| Full House | <u>25 to 1</u> | <u>25 to 1</u> | <u>20 to 1</u> | <u>20 to 1</u> |
| Flush | <u>20 to 1</u> | <u>15 to 1</u> | <u>15 to 1</u> | <u>15 to 1</u> |
| Straight | <u>10 to 1</u> | <u>10 to 1</u> | <u>9 to 1</u> | <u>10 to 1</u> |
| Three of a Kind | <u>5 to 1</u> | <u>5 to 1</u> | <u>8 to 1</u> | <u>7 to 1</u> |

~~(15)~~(16) If a player has bet on the optional progressive wager and the player's hand contains a straight or better for payable 1 or a three of a kind or better for payable 2, the player wins, regardless of the dealer's hand. If the player's hand contains less than a straight for payable 1 or a three of a kind for payable 2, the player loses. The player is paid according to the following payment schedule, which will be displayed on a table placard:

| Paytable 1 | | |
|------------------------------|-------------------|------------------|
| AKQ Spades | 100% of the meter | \$100 Envy Bonus |
| AKQ Diamonds/Hearts/Clubs | 500 for 1 | \$25 Envy Bonus |
| Straight Flush | 70 for 1 | |
| Three of a kind | 60 for 1 | |
| Straight | 6 for 1 | |

| Paytable 2 | | |
|------------------------------|-------------------|------------------|
| AKQ Spades | 100% of the meter | \$100 Envy Bonus |
| AKQ Diamonds/Hearts/Clubs | 500 for 1 | \$25 Envy Bonus |
| Straight Flush | 100 for 1 | |
| Three of a kind | 90 for 1 | |

The original progressive wager is not returned to the player. The initial meter seeding shall be \$1,000 and the meter shall be reseeded at \$1,000 each time after the top prize hits.

- (a) A progressive wager shall be paid to the player as follows:
 - (i) The percentage pays are paid from the progressive jackpot shown on the progressive meter;
 - (ii) Other hands are paid from the tray; the payment does not come off the meter;
 - (iii) If a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and contact a supervisor. If the hand button is pressed by accident, pressing it again shall turn the hand button off;
 - (iv) If the casino verifies the progressive win, the supervisor shall insert the key and rotate it to JPH and press the J-pot

button. This records the win onto the game manager. The house procedures must be followed for paying the prize. The monitor connected to the game manager must show the prize amount to be paid, and pressing the money bag icon must print a win page, which is used to help record the payout for accounting;

- (v) Returning the supervisor key to the run position must restore normal operation of the table, and adjust the meter appropriately for the prize won;
 - (vi) When the dealer reconciles all action, the dealer presses the appropriate button on the keypad ~~button~~. This resets the system to begin the next hand; and be logged into the progressive system.
 - (vii) Once the J-pot button is pressed, the prize is logged into game manager. If the progressive pay needs to be backed out at this point, the award must be manually backed out using the game manager manual adjustment feature; and
- (b) A player making the progressive side wager on the envy bonus qualifies to win an envy payout. If any other player at the table made the progressive side bet and hits a hand associated with an envy pay, the player wins the envy pay. The player hitting the hand receives the normal prize pay only, but does not receive the

envy pay. Rule of thumb: You cannot win an envy bonus pay from yourself or the dealer. If a player's hand triggers an envy payout, the dealer shall leave the hand face-up on the layout; otherwise, the dealer shall lock up the cards. The dealer shall then move on to the next player.

The dealer pays any envy bonus at the end of the round. If more than one player is involved in a qualifying envy pay, each qualifying player wins multiple envy payouts; and
(16)(17) The provisions of §§ 20:18:16:21 and 20:18:16:31.01 do not apply to three-card poker.

Source: 23 SDR 227, effective July 1, 1997; 29 SDR 147, effective May 6, 2003; 32 SDR 128, effective January 30, 2006; 36 SDR 22, effective August 18, 2009; 38 SDR 101, effective December 5, 2011.

General Authority: SDCL 42-7B-4(18), 42-7B-7.

Law Implemented: SDCL 42-7B-4(18), 42-7B-7, 42-7B-15.

Cross-References:

Table stakes, § 20:18:16:21.

Exposing hand, § 20:18:16:31.01.

20:18:16:15.09. The play -- Silverado Stud poker. Silverado Stud must be played according to the following rules:

(1) Silverado Stud must only be played on tables designated by the licensee for the play of Silverado Stud poker. A single deck of cards shall be used. Players do not play against the dealer or against other players. Players may play only one hand following each shuffle of the deck. Winning hands are determined and paid according to the payment schedule that shall be displayed as part of the table layout;

(2) Players shall make an equal bet on both the five-card and three-card hands on the designated five-card bet and three-card bet wagering areas in front of the player's position. On tables marked "Silverado Stud Bonus," players may place an optional four-card bet on the designated areas. The bet wins if the player's initial four-card hand matches any of the four-card poker hands according to the payout schedules. After each player has had the opportunity to place the wager, the dealer insures that all bets are in place and then announces "No more bets";

(3) Any dealer tip delivered as a wager shall be placed as a single wager above the player's original five-card hand or the player's original three-card hand or both. The dealer's tip shall be settled at the end of the play of the hand at the odds listed in accordance with the payment schedule;

(4) Immediately before the initial start of play and after each round of play has been completed, the dealer must shuffle the cards. Following shuffle and cut, the dealer deals four cards to each player and two cards to the dealer - face downward and one at a time in clockwise rotation among the players,

after the players have received their four cards the dealer will receive two cards face downward. The first player to receive cards is the player to the left of the dealer, the dealer receives cards last. The dealer's two cards are used as community cards. After all cards have been dealt, the dealer places the remaining cards off to the right-hand side of the dealer, out of the way of all action taking place on the table, without exposing the cards;

(5) After a player has looked at the player's four cards, the player must decide which three of the four cards shall be used as the player's five-card hand. The remaining one card of the four shall be used as the first card of the player's three-card hand. The dealer will examine each and every player's cards to make sure that the cards are tucked under the appropriate bet. EXCEPTION to rule (5): Exception 1. If a player is dealt four equal cards, referred to as (four-of-a-kind-dealt), then that player has the option to lay that hand down at this time only, and will be paid on the five card wager only according to the payout schedule; and the three-card wager will be a push. Exception 2. If a player is dealt two pair in the first four cards, the player may lay that hand down and be paid on the five-card wager only according to the pay table and the three-card wager will be a push. If the player chooses not to lay down the hand, the player will then split the hand as is the protocol for all other hands;

(6) After the first community card, the players now have the opportunity to place an additional "raise" bet. The players can look at their

five-card hand ONLY to determine if they want to place their “raise” bet. This “raise” bet shall be placed on the designated five-card raise wagering area. After all players have acted, the second of the dealer’s cards is turned up for all players to see and is used as a second community card. Each player now has a complete five-card hand and three-card hand, using the four cards (three going to the five-card hand and one going to the three-card hand) the player was dealt together with the two community cards;

(7) After the second community card has been turned face up, the dealer, beginning with the player to the dealer’s right, turns each player’s five-card hand cards face up and then turns that player’s three-card hand cards face up. The dealer examines each player’s hands, in combination with the two community cards, to determine if the player’s hands are a winning or a losing hand. To qualify as a winning hand for a basic payout for Silverado Stud Poker Version A, a player’s hand must contain a pair of jacks or better for the five-card hand and any pair for the three-card hand. To qualify as a winning hand for a basic payout for Silverado Stud Poker Version B, a player’s hand must contain a minimum of a pair of tens or jacks for the five-card hand and any pair for the three-card hand;

(8) All losing wagers must be immediately collected by the dealer, and all losing hands must be collected and placed on top of the rest of the deck to the right-hand side of the dealer; and

(9) The dealer will determine whether or not each player has a winning or losing hand. The dealer pays all winning wagers or takes all losing wagers one at a time beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. The four-card optional bet will also be taken or paid according to the payout schedule marked “4-Card Hand.” Determination of winning or losing hand is based on the player’s original four cards dealt to them and paid according to the following payment schedule. All winning hands are paid in accordance with the payout odds listed on the table layout or as displayed at the table in accordance with the following payment schedule:

Silverado Stud Poker Version A (non-two-pair dealt) Payout Schedules:

| | Version A | Version B | Version C |
|-------------------------|-----------|-----------|-----------|
| Five-Card Hand | | | |
| Royal Flush | 200:1 | 200:1 | 500:1 |
| Straight Flush | 100:1 | 100:1 | 100:1 |
| Four of a Kind Dealt | 50:1 | 50:1 | 50:1 |
| Four of a Kind | 15:1 | 20:1 | 20:1 |
| Full House | 9:1 | 9:1 | 9:1 |
| Flush | 7:1 | 7:1 | 7:1 |
| Straight | 5:1 | 5:1 | 5:1 |
| Three of a Kind | 3:1 | 3:1 | 3:1 |
| Two Pair | 2:1 | 2:1 | 2:1 |
| Pair of Jacks or Better | 1:1 | 1:1 | 1:1 |
| Three-Card Hand | | | |
| Straight Flush | 15:1 | 15:1 | 15:1 |
| Three of a Kind | 8:1 | 10:1 | 8:1 |
| Straight | 4:1 | 4:1 | 4:1 |
| Flush | 3:1 | 3:1 | 3:1 |
| Any Pair | 1:1 | 1:1 | 1:1 |

Silverado Stud Poker Version A² (two-pair dealt) Payout Schedules:

| | Version A | Version B | Version C | | Version J | Version A ² |
|----------------------------|--------------|--------------|--------------|----------------------------|--------------|---------------------------|
| Five-Card Hand | | | | | | |
| Royal Flush | 200:1 | 200:1 | 500:1 | Royal Flush | 500:1 | 200:1 |
| Straight Flush | 100:1 | 100:1 | 100:1 | Straight Flush | 100:1 | 100:1 |
| Four of a Kind Dealt | 50:1 | 50:1 | 50:1 | Four of a Kind Dealt | 50:1 | 50:1 |
| Four of a Kind | 15:1 | 20:1 | 20:1 | Four of a Kind | 20:1 | 15:1 |
| Full House | 9:1 | 9:1 | 9:1 | Full House | 10:1 | 9:1 |
| Flush | 7:1 | 7:1 | 7:1 | Flush | 7:1 | 7:1 |
| Straight | 5:1 | 5:1 | 5:1 | Straight | 5:1 | 5:1 |
| Three of a Kind | 3:1 | 3:1 | 3:1 | Three of a Kind | 3:1 | 3:1 |
| Two Pair | 2:1 | 2:1 | 2:1 | Two Pair | 2:1 | 2:1 |
| Two Pair Dealt | 1:1 | 1:1 | 1:1 | Two Pair Dealt | 2:1 | 1:1 |
| Pair of Jacks or Better | 1:1 | 1:1 | 1:1 | Pair of Jacks or Better | 1:1 | 1:1 |
| Three-Card Hand | | | | | | |
| | | | | Royal Flush | 30:1 | 30:1 |
| Straight Flush | 15:1 | 15:1 | 15:1 | Straight Flush | 15:1 | 15:1 |
| Three of a Kind | 8:1 | 10:1 | 8:1 | Three of a Kind | 10:1 | 8:1 |
| Straight | 4:1 | 4:1 | 4:1 | Straight | 4:1 | 4:1 |
| Flush | 3:1 | 3:1 | 3:1 | Flush | 3:1 | 3:1 |
| Any Pair | 1:1 | 1:1 | 1:1 | Any Pair | 1:1 | 1:1 |

Silverado Stud Poker Version B (two-pair dealt) Payout Schedules:

| | Version Q | Version R | Version S ⁵ | Version S ² | Version U | Version V |
|-----------------------------|--------------|--------------|---------------------------|---------------------------|--------------|--------------|
| Five-Card Hand | | | | | | |
| Royal Flush | 500:1 | 500:1 | 500:1 | 200:1 | 200:1 | 200:1 |
| Straight Flush | 100:1 | 100:1 | 100:1 | 100:1 | 100:1 | 100:1 |
| Four of a Kind Dealt | 40:1 | 40:1 | 50:1 | 50:1 | 50:1 | 50:1 |
| Four of a Kind | 15:1 | 15:1 | 20:1 | 20:1 | 20:1 | 20:1 |
| Full House | 9:1 | 9:1 | 9:1 | 9:1 | 9:1 | 9:1 |
| Flush | 7:1 | 7:1 | 7:1 | 7:1 | 7:1 | 7:1 |
| Straight | 5:1 | 6:1 | 5:1 | 5:1 | 5:1 | 6:1 |
| Three of a Kind | 3:1 | 3:1 | 3:1 | 3:1 | 3:1 | 3:1 |
| Two Pair Dealt | 3:1 | 2:1 | 3:1 | 3:1 | 3:1 | 3:1 |
| Two Pair | 2:1 | 2:1 | 2:1 | 2:1 | 2:1 | 2:1 |
| Pair of Queens or Better | 1:1 | 1:1 | 1:1 | 1:1 | 1:1 | 1:1 |
| Pair of Tens or Jacks | Push | Push | Push | Push | Push | Push |
| Three-Card Hand | | | | | | |
| Royal Flush | 30:1 | 30:1 | 30:1 | 30:1 | 30:1 | 30:1 |
| Straight Flush | 15:1 | 15:1 | 15:1 | 15:1 | 15:1 | 15:1 |
| Three of a Kind | 8:1 | 8:1 | 8:1 | 8:1 | 10:1 | 10:1 |
| Straight | 5:1 | 5:1 | 5:1 | 5:1 | 4:1 | 4:1 |
| Flush | 3:1 | 3:1 | 3:1 | 3:1 | 3:1 | 3:1 |
| Any Pair | 1:1 | 1:1 | 1:1 | 1:1 | 1:1 | 1:1 |

Silverado Stud Bonus:

| Four-Card Hand | |
|--------------------------|-------------------|
| <u>Hand Type</u> | <u>Pay (to 1)</u> |
| <u>Four of a Kind</u> | <u>200</u> |
| <u>Straight Flush</u> | <u>50</u> |
| <u>Three of a Kind</u> | <u>10</u> |
| <u>Flush</u> | <u>6</u> |
| <u>Straight</u> | <u>4</u> |
| <u>Two pair</u> | <u>3</u> |
| <u>One pair</u> | <u>1</u> |
| <u>Less than 10-high</u> | <u>Push</u> |

Source: 30 SDR 171, effective May 10, 2004; 31 SDR 165, effective May 10, 2005; 32 SDR 128, effective January 30, 2006; 32 SDR 188, effective May 14, 2006; 33 SDR 125, effective January 29, 2007.

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-7, 42-7B-11(13), 42-7B-18.

Cross-References:

Maximum amount of bets, SDCL 42-7B-4.

Table stakes, § 20:18:16:21.

Exposing hand, § 20:18:16:31.01.

CHAPTER 20:18:18
SLOT MACHINE TESTING, APPROVAL, AND MODIFICATIONS

Section

| | |
|----------------|---|
| 20:18:18:01 | Definitions. |
| 20:18:18:02 | Approval of slot machines -- Applications and procedures. |
| 20:18:18:03 | Evaluation of new slot machines. |
| 20:18:18:04 | Field test of new slot machines. |
| 20:18:18:05 | Certification by manufacturer. |
| 20:18:18:06 | Final approval of slot machines. |
| 20:18:18:07 | Approval to modify slot machines -- Applications and procedures. |
| 20:18:18:08 | Evaluation of modifications. |
| 20:18:18:09 | Field test of modified machines. |
| 20:18:18:10 | Final approval of modifications. |
| 20:18:18:11 | Conversions. |
| 20:18:18:12 | Duplication of program storage media. |
| 20:18:18:13 | Marking and registration of slot machines. |
| 20:18:18:14 | Approval to sell or dispose of slot machines -- Conditions for destruction. |
| 20:18:18:14.01 | Purchasing of slot machines. |
| 20:18:18:15 | Maintenance of slot machines. |
| 20:18:18:15.01 | Licensed operator authorized to perform maintenance on bill acceptors. |
| 20:18:18:16 | Summary suspension of approval of slot machines. |
| 20:18:18:17 | Approval of new games -- Applications and procedures. |
| 20:18:18:18 | Field trials of new games. |
| 20:18:18:19 | Final approval of new games. |
| 20:18:18:20 | Approval of associated equipment -- Applications and procedures. |
| 20:18:18:21 | Evaluation of associated equipment. |
| 20:18:18:22 | Field trial of associated equipment. |
| 20:18:18:23 | Installation of associated equipment. |
| 20:18:18:24 | Maintenance of associated equipment. |
| 20:18:18:24.01 | Installation and upgrade of on-line monitoring and control system. |
| 20:18:18:24.02 | On-line monitoring and control system access and control. |
| 20:18:18:24.03 | On-line monitoring and control system -- Network security. |
| 20:18:18:25 | Retention of records. |
| 20:18:18:26 | Slot machine promotional and bonus systems. |

20:18:18:15. Maintenance of slot machines. Except as provided in this section, a licensee may not alter the operation of approved slot machines. A licensee must maintain the slot machines. Operators must purchase parts which affect game outcome and associated equipment from a manufacturer, distributor, or operator licensed by the South Dakota Commission on Gaming. If in the discretion of the executive secretary it is determined that valid reasons exist for a manufacturer of associated equipment to not be licensed in South Dakota, the executive secretary may allow a licensee to purchase associated equipment from such manufacturer if the manufacturer is lawfully licensed by a gaming regulatory agency which has an agreement with the Commission regarding the exchange of information concerning licensees and applicants. The licensee must keep a written record of the use of all parts listed in this section and of maintenance performed on them. The record must include the name of the part manufacturer, the date purchased, the date the part was installed, and the name of the person who performed the installation. The licensee must retain the record for a period of three years from the date of purchase and make the record available for inspection by the executive secretary or a designee.

Parts and associated equipment which affect game outcome or revenue reporting are the following:

- (1) Parts include the following:

- (a) Central Processing Unit (C.P.U.) board, together with components of the C.P.U. board;
 - (b) Erasable Programmable Read Only Memory (E.P.R.O.M.), which contains programming that affects game outcome and any other hardware device that contains programming that affects game outcome;
 - (c) Wiring harness;
 - (d) Reels and reel strips;
 - (e) Pay glass;
 - (f) Coin acceptors;
 - (g) Power supply components; and
 - (h) Outside cabinet;
- (2) Associated equipment includes the following:
- (a) Bill acceptors;
 - (b) Hoppers;
 - (c) Redemption kiosks;
 - (d) On-line monitoring and control systems, including promotional and bonusing systems and cashless systems, when relied on by the licensee for compliance reporting required by the commission;
 - (e) Shufflers; ~~and~~
 - (f) Radio frequency identification (RFID) chips;

- (g) Craps dice;
- (h) Roulette wheels; and
- (i) Roulette balls.

Source: 16 SDR 57, effective October 1, 1989; 19 SDR 177, effective May 27, 1993; 20 SDR 113, effective January 23, 1994; 23 SDR 227, effective July 1, 1997; 30 SDR 115, effective February 1, 2004; 31 SDR 165, effective May 10, 2005; 36 SDR 22, effective August 18, 2009; 38 SDR 213, effective June 18, 2012; 40 SDR 121, effective January 6, 2014.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

CHAPTER 20:18:19 GAMING EQUIPMENT

Section

| | |
|-------------|---|
| 20:18:19:01 | Blackjack table -- Physical characteristics. |
| 20:18:19:02 | Cards -- Receipt and storage. |
| 20:18:19:03 | Cards -- Inspection and removal from use. |
| 20:18:19:04 | Cards, envelopes, and containers to commission. |
| 20:18:19:05 | Duties of a licensee. |
| 20:18:19:06 | Distribution of cards. |
| 20:18:19:07 | Dealing shoes. |
| 20:18:19:08 | Poker table -- Approval by executive secretary. |
| 20:18:19:09 | <u>Craps table -- Physical characteristics.</u> |
| 20:18:19:10 | <u>Dice -- Physical characteristics.</u> |
| 20:18:19:11 | <u>Dice-- Receipt, storage, inspections and removal from use.</u> |
| 20:18:19:12 | <u>Dice -- Cancellation and destruction of dice.</u> |
| 20:18:19:13 | <u>Roulette table -- Physical characteristics.</u> |
| 10:18:19:14 | <u>Roulette balls.</u> |

20:18:19:09. Craps table -- Physical characteristics. Craps must be played on an oblong table with rounded corners and walled sides approved by the Executive Secretary or a designee.

A craps table shall not be larger than 14 feet in length. A craps table, while in play, must have a drop slot and drop box and a tip box, except that no tip box shall be required if tips are not accepted at the table. The drop box and tip box must be attached to the table on the same side as, but on opposite sides of the box person. Craps tables must have an identifying number, assigned by the retail licensee, on the top surface of the table or table accessory. The table number must be visible to surveillance personnel and must be able to be captured on surveillance video of table activity.

The craps table must have the words “no call bets” imprinted on the layout. The craps table must have specific areas marked in which to place wagers and may have imprinted on it the name and logo of the establishment.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

20:18:19:10. Dice – Physical characteristics. All dice used in gaming must:

- (1) Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;
- (2) Be transparent and made exclusively of cellulose except for the spots, name or trade name of the casino licensee and serial number or letters contained thereon;
- (3) Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
- (4) Have all edges and corners perfectly square and forming perfect 90 degree angles;

- (5) Have the texture and finish of each side exactly identical to the texture and finish of all other sides;
- (6) Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
- (7) Have its six sides bearing white circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;
- (8) Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch; and
- (9) Have imprinted or impressed thereon the name or trade name of the casino licensee in which the die is being used, and a unique serialized number.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

20:18:19:11. Dice – Receipt, storage inspections and removal from use.

- (1) When dice are received for use in a licensed premise, the boxes shall be placed for storage in a primary or secondary storage area in a secure location approved by the Commission. Dice maintained in secondary storage areas shall be transferred to the primary storage area before being distributed to the pits or tables.
- (2) All primary and secondary storage area keys shall be maintained in the double key lockbox.
- (3) As necessary, the licensee shall remove the appropriate number of dice from the primary storage area.
- (4) Once removed from the primary storage area, the licensee shall take the dice to the pit and shall secure them in a single locked drawer designated for gaming instruments (i.e., cards, dice, roulette balls, and gaming forms) or distribute them to a box person or other pit supervisor.

- (a) Prior to use in a game, the manager on duty or pit supervisor shall inspect the dice with a micrometer, balancing caliper, a steel set square and a magnet or any other instrument approved by the commission. A balancing caliper, a steel set square and a magnet, shall be kept in a compartment at each craps table or pit stand and shall be at all times readily available for use by the commission or staff upon request.
 - (b) Following inspection, the dice shall be placed in a cup on the table for use in gaming. At all times while at the table, the dice shall never be left unattended.
 - (c) If dice are stored in the pit, they shall be kept in a single locked drawer designated for gaming instruments (i.e., cards, dice, roulette balls, and gaming forms). The locked storage area may be used to store dice for one week. Access to the locked storage area is limited to the pit supervisor. The pit supervisor shall maintain a current log that reflects the current number and color of dice in the locked storage area. Any discrepancy shall be immediately reported to the commission.
- (5) The licensee shall remove any dice from use any time there is any indication of tampering, flaws or other defects that might affect the

integrity or fairness of the game, or at the request of the commission or staff.

- (6) At the end of the gaming day or at such other times as may be necessary, a pit supervisor shall visually inspect each die for evidence of tampering. Any evidence of tampering or suspected tampering must be immediately reported to the commission.
- (7) Any die showing evidence of tampering shall be placed in a sealed envelope or container, identified by table number, date, and time, and the envelope must be signed or initialed by the box person and pit supervisor.
- (8) All extra dice in reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and be signed by the pit supervisor.
- (9) At least once each gaming day, or at such other times as may be necessary, a licensed security officer shall collect and sign all envelopes or containers of used dice and any dice in reserve that are to be destroyed or cancelled and shall transport them to a designated location approved by the commission for cancellation or destruction. No dice that have been placed in a cup for use in gaming shall remain on a table for more than 24 hours.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

20:18:19:12. Cancellation and destruction of dice. All dice removed from a game, except those retained for commission inspection, shall be immediately cancelled to prevent reintroduction of the dice to the game. Cancellation shall occur by use of cancellation tool, scribe or any other tool to produce a cancellation mark that is permanent and clearly visible on each die.

Licensees shall have the option to destroy the cancelled dice by drilling a circular hole of at least three-sixteenths of one inch (3/16") in diameter through the center of each die or by any other method approved by the executive secretary or a designee.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

20:18:19:13. Roulette table -- Physical characteristics.

- (1) Roulette shall be played on a table having a roulette wheel of not less than 30 inches in diameter at one end of the table and a roulette layout imprinted on the opposite end of the table.
- (2) Each roulette wheel shall be of a single zero variety or double zero variety as described below.

 - (a) Each single zero roulette wheel shall have 37 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 37 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel unless otherwise approved by the executive secretary or a designee. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the executive secretary or a designee.
 - (b) Each double zero roulette wheel shall have 38 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 38 equally spaced areas to correspond to the position of the

compartments with one marked zero (0) and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel unless otherwise approved by the executive secretary or a designee. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the executive secretary or a designee.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

20:18:19:14. Roulette balls. Balls used in gaming at roulette shall be made completely of a non-metallic substance and shall not measure less than 3/8 of an inch or more than 14/16 of an inch in diameter unless otherwise approved by the executive secretary or a designee.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

CHAPTER 20:18:20
CHIPS, TOKENS, AND TICKETS

Section

| | |
|----------------|---|
| 20:18:20:01 | Definitions. |
| 20:18:20:02 | Approval of chips and tokens -- Requests and procedures. |
| 20:18:20:03 | Specifications for chips and tokens. |
| 20:18:20:04 | Specifications for chips. |
| 20:18:20:05 | Colors of chips. |
| 20:18:20:06 | Specifications for tokens. |
| 20:18:20:07 | Use of chips and tokens. |
| 20:18:20:08 | Redemption. |
| 20:18:20:09 | Use of other licensee's chips and tokens. |
| 20:18:20:10 | Redemption and disposal of discontinued chips and tokens. |
| 20:18:20:10.01 | Redemption of tickets. |
| 20:18:20:11 | Destruction of counterfeit chips and tokens. |
| 20:18:20:12 | Other devices. |
| 20:18:20:13 | <u>Nonvalue roulette chips.</u> |

20:18:20:13. Nonvalue roulette chips.

- (1) The design of nonvalue roulette chips shall be distinctively different than the design of the chips and tokens approved for any other limited gaming use at the licensee's gaming establishment.
- (2) No roulette chip may display a word or symbol representing a monetary denomination.
- (3) Each nonvalue chip utilized by a licensee shall be issued solely for the purpose of gaming at roulette. All nonvalue chips at each roulette table shall include:
 - (a) The name of the gaming establishment inscribed on both sides of the chip;

- (b) A design, insert or symbol, on both sides, differentiating it from the nonvalue chips being used at any other roulette table in the establishment; and
- (c) The word “roulette” imprinted on both sides.
- (4) Nonvalue roulette chips issued at a roulette table shall only be used for gaming at that table in the licensee’s gaming establishment and shall not be used for gaming at any other table in the licensee’s gaming establishment.
- (5) No person at a roulette table shall be issued or permitted to game with nonvalue chips that are identical in color and design to value or nonvalue chips being used by another person at the same table.
- (6) Nonvalue chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the licensee’s gaming establishment. When so presented, the dealer at such table shall exchange the nonvalue chips for an equivalent amount of value chips which may then be used by the patron in other gaming or redeemed as any other value chips.

Source:

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13).

CHAPTER 20:18:22 ACCOUNTING REGULATIONS

Section

| | |
|-----------------------------|--|
| 20:18:22:01 | Definitions. |
| 20:18:22:02 | Audit procedures -- Appeal. |
| 20:18:22:03 | Procedure for reporting and paying gaming taxes and fees. |
| 20:18:22:04 | Accounting records. |
| 20:18:22:05 | Records of ownership -- Corporations. |
| 20:18:22:06 | Partnership or association records. |
| 20:18:22:07 | Sole proprietor records. |
| 20:18:22:08 | Record retention -- Noncompliance. |
| 20:18:22:09 | Repealed. |
| 20:18:22:10 | Audited financial statements -- Requirements for preparation. |
| 20:18:22:11 | Reviewed or audited financial statements -- Time for submission. |
| 20:18:22:12 | <u>Adjusted</u> Gross revenue computations. |
| 20:18:22:13 to 20:18:22:15 | Transferred. |
| 20:18:22:16 and 20:18:22:17 | Repealed. |
| 20:18:22:18 | Transferred. |
| 20:18:22:19 | Tax forms. |
| 20:18:22:20 and 20:18:22:21 | Transferred. |
| 20:18:22:22 | No deduction from gross proceeds for promotional items. |
| 20:18:22:23 | Free play items <u>Non cashable promo play</u> . |
| 20:18:22:24 | Transferred. |

20:18:22:12. Adjusted gross revenue computations. For each blackjack, craps, and roulette game, adjusted gross revenue equals the closing bankroll plus credit slips for cash, chips, or tokens returned to the casino cage, plus face value of any match play coupon, plus drop, plus 90 percent of non-cashable promo play less opening bankroll, less fills to the table, ~~and~~ less one-half the face value of any match play coupon.

For each slot machine, adjusted gross revenue equals drop less fills to the machine jackpot payouts, hand pay credit lockups, ~~and~~ vouchers issued, plus 90 percent of non-cashable promo play and. ~~Vouchers deducted from gross revenue that are not redeemed within 90 days of issuance shall be added back to gross revenue during the month the vouchers expired.~~ The initial hopper load is not a fill and does not affect gross revenue. The difference between the initial hopper load and the total amount that is in the hopper at the end of each month must be adjusted accordingly as an addition to or subtraction from the gross revenue for that month. If a licensee does not make or makes inaccurate monthly additions to or subtractions from the gross revenue, the operations division may compute an estimated total amount in the slot machine hoppers and may make reasonable adjustments to gross revenue during the course of an audit.

For each poker game, adjusted gross revenue equals all money received by the licensee as compensation for conducting the game. A licensee may not include either shill win or shill loss in gross revenue computations.

For each keno game, adjusted gross revenue equals the difference between the dollar value of tickets written and the dollar value of winning tickets as determined from the automated keno system.

A licensee may not exclude from the gross revenue money paid out on wagers that are knowingly accepted by the licensee in violation of SDCL 42-7B or this article.

If in any month the amount of adjusted gross revenue is less than zero, the licensee may deduct the excess in the succeeding months until the loss is fully offset against gross revenue.

Source: 16 SDR 57, effective October 1, 1989; 19 SDR 177, effective May 27, 1993; 20 SDR 113, effective January 23, 1994; 22 SDR 95, effective January 18, 1996; 30 SDR 115, effective February 1, 2004.

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, ~~42-7B-3~~, 42-7B-7, 42-7B-11(13), ~~42-7B-17~~.

20:18:22:23. ~~Free play items~~ Non cashable promo play. ~~Free play items are~~ Non cashable promo play is allowed, but for use on house banked table games and must be generated by a slot management system. once ~~Once used~~ the non cashable promo play may not be retained for subsequent play by the customer. When a ~~free play item~~ non cashable promo play is used on a table game, the fills to the table game must be increased by 50 percent multiplied by the total dollar value of the free play item as listed in the count. The ~~the~~ total face value of the coupons ~~non cashable promo~~ must be reflected in the credit portion of the count ~~master game sheet (SDCGF-5). A free play coupon~~ When used on table games, a non cashable promo play coupon must

have printed on it the name of the issuing establishment and its monetary worth.

Source: 16 SDR 233, effective July 1, 1990; 17 SDR 93, effective January 6, 1991; 29 SDR 107, effective February 2, 2003.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-7, 42-7B-11(13).

CHAPTER 20:18:29 SECURITY AND SURVEILLANCE

Section

| | |
|----------------|--|
| 20:18:29:01 | Security and surveillance required. |
| 20:18:29:02 | Closed-circuit surveillance system. |
| 20:18:29:03 | Areas requiring surveillance during hours of operation. |
| 20:18:29:03.01 | Visual surveillance for tournament play. |
| 20:18:29:04 | Additional surveillance of cashier's cages, slot areas, and count rooms. |
| 20:18:29:05 | Slot machines with award capability of \$12,000 or greater. |
| 20:18:29:06 | Recording and monitoring. |
| 20:18:29:07 | Surveillance equipment malfunctions. |
| 20:18:29:08 | Securing and retaining recorded video images. |
| 20:18:29:09 | Labeling of recorded tapes. |
| 20:18:29:10 | Number of recorders. |
| 20:18:29:11 | Surveillance plan. |
| 20:18:29:12 | Maintenance records. |
| 20:18:29:13 | Surveillance room. |
| 20:18:29:14 | Quality review of recorded surveillance video images. |

20:18:29:03. Areas requiring surveillance during hours of operation.

The surveillance system must monitor and record clear, unobstructed, and overall views of the following areas within the licensed premises during the hours of operation:

- (1) Blackjack and poker areas, which must be equipped with a pan, tilt, and zoom camera capable of observing players and employees;
- (2) Blackjack and poker tables, which must be equipped with one still camera for each table capable of observing card table surfaces, including table bank trays;
- (3) Table numbers;

- (4) Players, dealers, spectators, and pit personnel with sufficient clarity to permit identification;
- (5) Cashier's cages, including customers at the cage window, employee's window, cash drawers, vaults, safes, counters, chip storage, and fill window of the cashier's cage. The table game fill window of the cashier's cage and poker podium must be recorded in color. Each cash transaction occurring within the cage must be recorded with sufficient clarity to permit identification of currency, coins, tokens, fill slips, and other related paperwork;
- (6) Areas within a count room, including walls, doors, scales, wrapping machines, coin sorters, stored drop boxes, vaults, safes, general work areas, and entrances to the room. Recording in the soft count rooms must include audio;
- (7) Poker podium, each transaction occurring at the poker podium must be recorded with sufficient clarity to permit identification of currency, coins, tokens, fill slips, and other related paperwork; and
- (8) If the license allows bets in excess of one hundred dollars on blackjack or house banked poker games, the licensee must provide fixed cameras that are capable of observing such gaming areas with sufficient clarity to permit identification of players, dealers, spectators, and pit personnel.

- (9) Craps tables must be equipped with a stationary color camera positioned to provide an overview of the entire table, to view the rails which hold any chips, the table trays, drop slots and tip boxes. Two PTZ cameras will be required for every craps table. All PTZ cameras must be color cameras and be able to determine the value of any and all wagers made.
- (10) Roulette Tables must be equipped with a stationary color camera positioned to provide an overview of the entire table, to view the rails which hold any chips, the table trays, drop slots and tip boxes. The Camera coverage must also cover the wheel, and be able to determine the outcome of the game. One PTZ camera will be required for every roulette table. The PTZ cameras must be color cameras and be able to determine the value of all wagers.

Source: 19 SDR 195, effective June 21, 1993; 22 SDR 95, effective January 18, 1996; 35 SDR 184, effective February 2, 2009; 38 SDR 213, effective June 18, 2012.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(2)(11)(13).

20:18:29:07. Surveillance equipment malfunctions. A licensee must immediately notify the executive secretary of surveillance equipment malfunction. The licensee must have a failure notification system that provides notifications of any recording failure within 15 minutes. The equipment malfunction must be repaired within 24 hours. If the repair cannot be made within 24 hours, the licensee must promptly submit a written report to the executive secretary setting forth the reason for the delay and giving an estimated date of repair.

Source: 19 SDR 195, effective June 21, 1993; 35 SDR 184, effective February 2, 2009.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL 42-7B-7, 42-7B-11(2)(11)(13).

20:18:29:13. Surveillance room. A licensee must provide a surveillance room approved by the executive secretary. The equipment that is used to monitor and record views obtained by the surveillance system must be located and remain in the surveillance room. Access to the surveillance room is restricted to licensed ~~employees and to surveillance vendors who are accompanied by a licensed employee~~ persons.

Source: 19 SDR 195, effective June 21, 1993; 22 SDR 95, effective January 18, 1996.

General Authority: SDCL 42-7B-7.

Law Implemented: SDCL ~~42-7B-1, 42-7B-2.1, 42-7B-3~~, 42-7B-7, 42-7B-11(2)(11)(13), ~~42-7B-17, 42-7B-18~~.

CHAPTER 20:18:32 KENO

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20:18:32:01. Authorized premises. Keno may only be played in a location which has been assigned a retail license pursuant to SDCL 42-7B-18.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-7, 42-7B-11(13), 42-7B-15.

20:18:32:02. Persons allowed to conduct keno. All persons involved

in conducting a keno game shall hold a current and valid key employee or support license.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(1)(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(1)(13).

20:18:32:03. Authorized keno games. Only computerized keno games may be conducted. Brush or manual games are prohibited.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:04. Access to keno equipment restricted. Only persons who hold a current and valid key employee or support license may be allowed access to keno equipment. Any person playing keno shall not have access to keno equipment or be allowed to activate keno equipment.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:05. Selection of keno numbers. Each player shall mark the inside ticket with the numbers selected by the player or use an automated method approved by the commission to select the players' numbers.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:06. Recording of player's numbers and wagers. Each number selected by a player shall be entered into the computer. An outside ticket shall be given to the player. An inside ticket shall be retained by the operator conducting the game. Concurrently with the generation of the outside ticket the information on the ticket shall be recorded on the transaction log.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:07. Wagers refunded if equipment malfunctions. If the Keno equipment malfunctions during the selection of winning numbers and the problem is not promptly corrected, all players shall be refunded the amounts wagered upon presenting the players' outside tickets.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:08. No tickets to be issued or voided after number selection process has begun. The game shall be closed when the number selection process begins. No tickets may be written, issued or voided after the number selection process has begun.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:09. Potential prize or payout to be made known to players. The potential prize or payout for each type of wager shall be made known to the players prior to the selection of the players' numbers. This may be done by posting the potential payouts or prizes in a manner clearly visible to players or by a printed schedule that is available at each location where keno is played.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13), 42-7B-15.

20:18:32:10. Time for redeeming winning tickets. A winning ticket or a ticket which is subject to refund as a result of a malfunction shall be valid for a period of 90 days from the date the last game printed on the ticket was conducted.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:11. Information required on tickets. The outside ticket that is given to the player shall contain the following information:

- (1) The name of the operator or establishment conducting the game;
- (2) The date the game was conducted;
- (3) The game number;
- (4) The numbers chosen by the player;
- (5) The ticket sequence number;
- (6) The identification of the station where the ticket was generated;
and
- (7) The expiration date of the ticket or a statement that the ticket will expire 90 days from the date the game was conducted.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:12. Winners not to be paid before conclusion of game. A player may not collect any winnings on a ticket until the last game wagered on that ticket has been concluded.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:13. Procedures to preclude payment of non winning tickets. Each operator who conducts keno games shall establish procedures approved by the executive secretary to preclude payment of tickets that have been previously paid, winning tickets presented after the expiration date of the ticket, voided tickets and tickets that have been improperly issued.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:14. Procedures for payment of winning tickets. Each operator who conducts Keno games shall establish procedures approved by the executive secretary for payment of winning tickets and shall maintain an exception log to record any payment of tickets that are not paid in accordance with the established procedures.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:15. Restricted access areas. Access to areas where the winning keno numbers are selected and where keno cards and supplies are kept shall be restricted to persons who are licensed by the commission.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:16. Minimum payout structure. Each game of keno shall be conducted in such a manner that the minimum payout structure for each game shall not be less than eighty percent (80%).

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-36, 42-7B-11(13).

20:18:32:17. Equipment maintenance procedures. Each operator who conducts keno games shall establish procedures approved by the executive secretary to maintain and service keno equipment including computer program updates and hardware servicing.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:32:18. Keno number selection equipment. All equipment used by an operator to select winning numbers in keno games or to select players' numbers for players' tickets must be approved by the executive secretary prior to being placed in use.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

CHAPTER 20:18:33 CRAPS

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20:18:33:01. Definitions. Terms used in this chapter mean:

- (1) “Box man” or “box person” means the casino supervisor who is in charge of the craps table;
- (2) “Come out point” means a total of four, five, six, eight, nine or ten thrown by the shooter on the come out roll;
- (3) “Come out roll” means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to pass bet and don't pass bet has been affected;
- (4) “Come point” means a total of four, five, six, eight, nine or ten thrown by the shooter on the next roll following placement of a come bet or don't come bet;
- (5) “Dealer” means a casino employee who either at works each end of the table or as a stickman at a table;

- (6) “Disk” or “puck” means the round object that is white on one side and black on the other side that is used to signify a come-out roll has occurred and a point has been established;
- (7) “Point” or “point number” means the numbers four, five, six, eight, nine or ten established on the come-out roll;
- (8) “Shooter” means the person who is rolling the dice; and
- (9) “Stickman” or “stickperson” means the dealer who calls the game and handles the stick.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:02. Permissible Wagers. The following are the only permissible wagers at the games of craps.

- (1) “Pass bet” is a wager placed on the pass line of the layout immediately prior to the come out roll.
 - (a) The pass net wins if, on the come out roll, a total of seven or eleven is thrown, or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.

- (b) The pass bet loses if, on the come out roll, a total of two, three or twelve is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown;
- (2) "Don't pass bet" is a wager placed on the don't pass line of the layout immediately prior to the come out roll.
 - (a) The don't pass net wins if, on the come out roll, a total of two or three is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
 - (b) The don't pass bet loses if, on the come out roll, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (c) The don't pass bet shall be void if, on the come out roll, a total of twelve is thrown;
- (3) "Come bet" is a wager placed on the come line of the layout at any time after the come out roll.
 - (a) The come bet wins if, on the roll immediately following placement of such bet, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.

- (b) The come bet loses if, on the roll immediately following placement of such bet, a total of two, three or twelve is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown;
- (4) "Don't come bet" is a wager placed on the don't come area of the layout at any time after the come out roll.
 - (a) The don't come bet shall win if, on the roll immediately following placement of such bet, a total of two or three is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
 - (b) The don't come bet shall lose if, on the roll immediately following placement of such bet, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (c) The don't come bet will be void if, on the roll immediately following placement of such bet, a total of 12 is thrown;
- (5) "Place bet to win" is a wager that may be made at any time on any of the numbers four, five, six, eight, nine or ten which shall win if the number on which the wager was placed is thrown before a

seven and shall lose if a seven is thrown before such number. All place bets shall be inactive on any come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of such player's wager;

(6) “Place bet to lose” is a wager that may be made at any time against any of the numbers four, five, six, eight, nine or ten which shall win if a seven is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a seven appears;

(7) “Four the hardway” is a wager that may be made at any time which shall win if a total of four is thrown the hardway (that is, with two appearing on each die) before four is thrown in any other way and before a seven is thrown;

(8) “Six the hardway” is a wager that may be made at any time which shall win if a total of six is thrown the hardway (that is, with three appearing on each die) before six is thrown in any other way and before a seven is thrown;

(9) “Eight the hardway” is a wager that may be made at any time which shall win if a total of eight is thrown the hardway (that is, with four appearing on each die) before eight is thrown in any other way and before a seven is thrown;

- (10) “Ten the hardway” is a wager that may be made at any time which shall win if a total of ten is thrown the hardway (that is, with five appearing on each die) before ten is thrown in any other way and before a seven is thrown;
- (11) “Field bet” is a one-roll wager that may be made at any time which shall win if any one of the totals two, three, four, nine, ten, eleven or twelve is thrown on the roll immediately following placement of such bet and shall lose if a total of five, six, seven or eight is thrown on such roll;
- (12) “Any seven” is a one-roll wager that may be made at any time which shall win if a total of seven is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown;
- (13) “Any craps” is a one-roll wager that may be made at any time which shall win if a total of two, three or twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown;
- (14) “Craps two” is a one-roll wager that may be made at any time which shall win if a total of two is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown;

- (15) “Craps three” is a one-roll wager that may be made at any time which shall win if a total of three is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown;
- (16) “Craps twelve” is a one-roll wager that may be made at any time which shall win if a total of twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown;
- (17) “Eleven in one roll” is a one-roll wager that may be made at any time which shall win if a total of eleven is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown;
- (18) “Craps-eleven or C and E” is a one-roll wager that may be made at any time which shall win, if either a craps (two, three or twelve) or eleven is rolled immediately following placement of such bet and shall lose if any other total is thrown;
- (19) “Horn bet” is a one-roll wager that may be made at any time which shall win if any one of the totals two, three, eleven or twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown;
- (20) “Horn high bet” is a wager that may be made at any time which shall win if any one of the totals two, three, eleven or twelve is

thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A horn high bet shall be placed in units of five with four units wagered as a horn bet and an additional unit wagered on one of the totals two, three, eleven or twelve. A retail licensee that does not have a designated area on its layouts for the acceptance of a horn high bet shall break down the wager into two separate wagers on the “horn” and one of the totals two, three, eleven or twelve;

- (21) “Whirl bet” or “world bet” is a one-roll wager that may be made at any time, consisting of a horn bet and the any seven wager. A retail licensee that does not have a designated area on the layout for the acceptance of the whirl bet shall break down the wager into two separate wagers on the horn bet and the any seven wager;
- (22) “Four the hardway on the hop” is a one-roll wager that may be made at any time which shall win if a total of four is thrown the hardway (that is, with two appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown;
- (23) “Six the hardway on the hop” is a one-roll wager that may be made at any time which shall win if a total of six is thrown the hardway (that is, with three appearing on each die) on the roll immediately

following placement of such bet and shall lose if any other combination is thrown;

- (24) “Eight the hardway on the hop” is a one-roll wager that may be made at any time which shall win if a total of eight is thrown the hardway (that is, with four appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown;
- (25) “Ten the hardway on the hop” is a one-roll wager that may be made at any time which shall win if a total of ten is thrown the hardway (that is, with five appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown;
- (26) “One-three (ace-trey) on the hop” is a one-roll wager that may be made at any time which shall win if a total of four is thrown with a one appearing on one die and a three appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;
- (27) “One-four (ace-four) on the hop” is a one-roll wager that may be made at any time which shall win if a total of five is thrown with a one appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;

- (28) “Two-three (deuce-trey) on the hop” is a one-roll wager that may be made at any time which shall win if a total of five is thrown with a two appearing on one die and a three appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;
- (29) “One-five (ace-five) on the hop” is a one roll-wager that may be made at any time which shall win if a total of six is thrown with a one appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;
- (30) “Two-four (deuce-four) on the hop” is a one-roll wager that may be made at any time which shall win if a total of six is thrown with a two appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;
- (31) “One-six (ace-six) on the hop” is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with a one appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;
- (32) “Two-five (deuce-five) on the hop” is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with

a two appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;

(33) “three-four (trey-four) on the hop” is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with a three appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;

(34) “Two-six (deuce-six) on the hop” is a one-roll wager that may be made at any time which shall win if a total of eight is thrown with a two appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;

(35) “Three-five (trey-five) on the hop” is a one-roll wager that may be made at any time which shall win if a total of eight is thrown with a three appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;

(36) “Three-six (trey-six) on the hop” is a one-roll wager that may be made at any time which shall win if a total of nine is thrown with a three appearing on one die and a six appearing on the other die on

the roll immediately following placement of such bet and shall lose if any other combination is thrown;

(37) “Four-five on the hop” is a one-roll wager that may be made at any time which shall win if a total of nine is thrown with a four appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;

(38) “Four-six on the hop” is a one-roll wager that may be made at any time which shall win if a total of ten is thrown with a four appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown;

(39) “6-7-8” is a one roll wager, offered at the election of a retail licensee, that may be made at any time which shall win if any one of the totals six, seven or eight is thrown on the roll immediately following the placement of such bet and shall lose if the total of two, three, four, five, nine, ten, eleven or twelve is thrown on such roll;

(40) “Big 6” is a multi-roll wager that may be made at any time which shall win if a six in any combination is thrown before a seven. If a seven is thrown before the six, the wager is lost;

- (41) “Big 8” is a multi-roll wager that may be made at any time which shall win if an eight in any combination is thrown before a seven. If a seven is thrown before the eight, the wager is lost; and
- (42) “Put bet” is a wager placed directly on 4, 5, 6, 8, 9, or 10. A put bet pays even money. Players have the option to take true odds on the wager. Players may wager a put bet at any time during the game.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:03. Making and Removing Wagers.

- (1) All wagers at craps must be made by placing gaming chips, tokens, valid match play coupons, or coins (only for pass bet or don't pass wagers) or any combination thereof, on the appropriate areas of the layout.
- (2) Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed

verbally by the dealer or a boxperson and the correct wager is placed on the table.

- (3) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a pass bet and a come bet shall not be removed or reduced after a come out point or come point is established with respect to such bet. pass bets and come bets may be increased at any time.
- (4) A don't come bet and a don't pass bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
- (5) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on the top of each player's wager. One "on" button may designate all like or similar bets in that position are working. All other wagers shall be considered "on." Hardways may be active on the come out roll if allowed by the house rules of the retail licensee.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:04. Payment odds.

- (1) No retail licensee or any employee or agent thereof shall pay off winning wagers at the game of craps at less than the odds listed below. A retail licensee may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino.

| <u>Wager</u> | <u>Payout Odds</u> |
|-----------------------------|---|
| <u>Pass Bet</u> | <u>1 to 1</u> |
| <u>Don't Pass Bet</u> | <u>1 to 1</u> |
| <u>Come Bet</u> | <u>1 to 1</u> |
| <u>Don't Come Bet</u> | <u>1 to 1</u> |
| <u>Place Bet 4 to Win</u> | <u>9 to 5</u> |
| <u>Place Bet 5 to Win</u> | <u>7 to 5</u> |
| <u>Place Bet 6 to Win</u> | <u>7 to 6</u> |
| <u>Place Bet 8 to Win</u> | <u>7 to 6</u> |
| <u>Place Bet 9 to Win</u> | <u>7 to 5</u> |
| <u>Place Bet 10 to Win</u> | <u>9 to 5</u> |
| <u>Place Bet 4 to Lose</u> | <u>5 to 11</u> |
| <u>Place Bet 5 to Lose</u> | <u>5 to 8</u> |
| <u>Place Bet 6 to Lose</u> | <u>4 to 5</u> |
| <u>Place Bet 8 to Lose</u> | <u>4 to 5</u> |
| <u>Place Bet 9 to Lose</u> | <u>5 to 8</u> |
| <u>Place Bet 10 to Lose</u> | <u>5 to 11</u> |
| <u>Four the Hardway</u> | <u>7 to 1</u> |
| <u>Six the Hardway</u> | <u>9 to 1</u> |
| <u>Eight the Hardway</u> | <u>9 to 1</u> |
| <u>Ten the Hardway</u> | <u>7 to 1</u> |
| <u>Field Bet</u> | <u>1 to 1 on 3, 4, 9, 10, 11</u> <u>2 to 1 on 2</u> <u>2 to 1 on 12</u> |
| <u>Any Seven</u> | <u>4 to 1</u> |
| <u>Any Craps</u> | <u>7 to 1</u> |

| | |
|--|--|
| <u>Craps 2</u> | <u>30 to 1</u> |
| <u>Craps 3</u> | <u>15 to 1</u> |
| <u>Craps 12</u> | <u>30 to 1</u> |
| <u>11 in one roll</u> | <u>15 to 1</u> |
| <u>Four the Hardway on the Hop</u> | <u>30 to 1</u> |
| <u>Six the Hardway on the Hop</u> | <u>30 to 1</u> |
| <u>Eight the Hardway on the Hop</u> | <u>30 to 1</u> |
| <u>Ten the Hardway on the Hop</u> | <u>30 to 1</u> |
| <u>One-Three (Ace-Trey) on the Hop</u> | <u>15 to 1</u> |
| <u>One-Four (Ace-Four) on the Hop</u> | <u>15 to 1</u> |
| <u>One-Five (Ace-Five) on the Hop</u> | <u>15 to 1</u> |
| <u>One-Six (Ace-Six) on the Hop</u> | <u>15 to 1</u> |
| <u>Two-Four (Deuce-Four) on the Hop</u> | <u>15 to 1</u> |
| <u>Two-Five (Deuce-Five) on the Hop</u> | <u>15 to 1</u> |
| <u>Two-Six (Deuce-Six) on the Hop</u> | <u>15 to 1</u> |
| <u>Two-Three (Deuce-Trey) on the Hop</u> | <u>15 to 1</u> |
| <u>Three-Four (Trey-Four) on the Hop</u> | <u>15 to 1</u> |
| <u>Three-Five (Trey-Five) on the Hop</u> | <u>15 to 1</u> |
| <u>Three-Six (Trey-six) on the Hop</u> | <u>15 to 1</u> |
| <u>Four-Five on the Hop</u> | <u>15 to 1</u> |
| <u>Four-Six on the Hop</u> | <u>15 to 1</u> |
| <u>Six-Seven-Eight</u> | <u>1 to 1 on 6 (One-Five or Two-Four), 7, 8</u> <u>(Two-Six or Three-Five)</u> <u>2 to 1 on 6 (the Hardway) or 8 (the</u> <u>Hardway)</u> |
| <u>Big Six or Big Eight</u> | <u>1 to 1</u> |
| <u>Put Bet</u> | <u>1 to 1</u> |

- (2) A horn bet and horn high bet shall be paid as if they were four separate wagers on two, three, eleven and twelve.
- (3) A craps-eleven or C and E bet shall be paid as if one-half of the wagered amount had been placed on “any craps” and one-half on “eleven,” and shall be paid as if two separate wagers were made for the one roll.

- (4) No retail licensee or its employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by (1), (2) or (3) above. If the winning wager results in a payout amount that is not an even dollar amount, the payout amount shall be rounded up to an amount equal to the lowest denomination of chip available at the table.

True odds on place bets (buy and lay bets).

- (1) Buy bets: In addition to the payout odds set forth in this chapter for place bets to win on 4, 5, 6, 8, 9 and 10, a retail licensee may offer a player the option of receiving true odds on these bets. In return for offering these odds, the licensee may charge the player a percentage of the amount wagered, which in no event shall exceed five percent of such wager. A retail licensee that offers a player true odds shall pay winning wagers as follows:

| <u>Bets</u> | <u>Odds</u> |
|-----------------|---------------|
| <u>4 to Win</u> | <u>2 to 1</u> |
| <u>5 to Win</u> | <u>3 to 2</u> |
| <u>6 to Win</u> | <u>6 to 5</u> |
| <u>8 to Win</u> | <u>6 to 5</u> |
| <u>9 to Win</u> | <u>3 to 2</u> |

- (2) Lay bets: In addition to or in lieu of the payout odds set forth in this chapter for place bets to lose on 4, 5, 6, 8, 9 and 10, a retail licensee may offer a player the option of true odds on these bets. In return for offering these odds, the licensee may charge the

player a percentage of the amount potentially won, which in no event shall exceed five percent of such wager. A retail licensee that offers a player true odds shall pay winning wagers as follows:

| <u>Bets</u> | <u>Odds</u> |
|-------------------|---------------|
| <u>4 to Lose</u> | <u>1 to 2</u> |
| <u>5 to Lose</u> | <u>2 to 3</u> |
| <u>6 to Lose</u> | <u>5 to 6</u> |
| <u>8 to Lose</u> | <u>5 to 6</u> |
| <u>9 to Lose</u> | <u>2 to 3</u> |
| <u>10 to Lose</u> | <u>1 to 2</u> |

- (3) Except as provided for in subsections (1) and (2) of this section, no casino licensee shall charge any percentage, fee or vigorish to a player in making any wager in the game of craps.

Taking or laying odds in support of pass, don't pass, come and don't come bets.

- (1) Whenever a player makes a pass bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the pass bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the pass bet wins, the original pass bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.
- (2) Whenever a player makes a don't pass bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the

right to make a supplemental wager in support of the don't pass bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the don't pass bet wins, the original don't pass bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

- (3) Whenever a player makes a come bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the come bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the come bet wins, the original come bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.
- (4) Whenever a player makes a don't come bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the don't come bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the don't come bet wins, the original don't come bet

shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come point was a 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:05. Retention and selection of dice.

- (1) A set of at least five dice conforming to the specifications contained in Chapter 20:18:19 shall be offered to each new shooter. Control of the dice at a craps table shall be the responsibility of the stickperson at the table.
- (2) At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.
- (3) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The

remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the craps stickperson.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:06. Throw of the dice. Upon selection of the dice, the shooter shall make a pass bet or don't pass bet after which the shooter shall throw the two selected die so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from the shooter.

(1) Invalid roll of the dice.

(a) A roll of the dice shall be invalid whenever either or both of the die go off the table or whenever one die comes to rest on top of the other.

(2) The persons listed in (5) below shall have the authority to invalidate a roll of the dice by calling "no roll" for any of the following reasons:

(a) The dice do not leave the shooter's hand simultaneously;

(b) Either or both of the die fail to strike an end of the table;

- (c) Either or both of the die come to rest on the chips constituting the craps bank of chips located in front of the boxperson;
 - (d) Either or both of the die come to rest in the dice cup in front of the stickperson or on one of the rails surrounding the table;
 - (e) The use of a cheating, crooked or fixed device or technique in the roll of the dice; or
 - (f) For any other reason the boxperson or stickperson considers the throw to be improper.
- (3) The call of “no roll” under either paragraphs (a), (b) or (f) of subsection (2) of this section shall, whenever possible, be made before both die come to rest.
- (4) A throw of the dice which results in the dice coming into contact with any chips on the table shall not be a cause for a call of “no roll.”
- (5) “No roll” may be called by any licensed employee designated by the retail licensee.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:07. Point throw; settlement of wagers.

- (1) When the dice come to rest from a valid throw, the stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two die. Only one face on each die shall be considered skyward.
- (2) In the event either or both of the die do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.
- (3) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the die offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the craps stickperson.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:08. Continuation of shooter; selection of new shooter.

- (1) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:

 - (a) The shooter shall pass the dice upon throwing a loser 7; or
 - (b) The boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates of this rules prescribed by this chapter.
- (2) If a shooter, after making the come out point, elects not to place a pass bet or don't pass bet, and other wagers remain on the table with respect to come or don't come numbers, the stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (3) below. If there are no other players at the table, or if no other players at the table elect to make a pass bet or don't pass bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a pass bet or don't pass bet only for the purpose of effecting a decision on the remaining come or don't come wagers. The on/off marker shall be placed on the don't pass line in the off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers

remaining on the layout. Once the remaining come or don't come wagers have been decided or a player wishes to place a pass bet or don't pass bet the game shall proceed in accordance with this chapter.

- (3) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if he or she does not accept, to each of the other players in turn clockwise around the table.
- (4) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the die offered. The remaining dice of the set shall be returned to the dice cup, which shall be placed immediately in front of the stickperson.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:09. Posting of rules. Posted house rules and specific rules of conduct shall be clear and legible and placed in a conspicuous and conveniently accessible location available to all players in the room. Rules

posted and the place of posting must be approved by the executive secretary or a designee. Printed copies of house rules and specific rules of conduct must be provided to players upon request.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:10. Tips in craps. A retail licensee may at its discretion utilize a tip storage device, commonly referred to as a token tube or tip tube, for the purpose of temporarily securing chips received by dealers as tips. Use of a tip storage device, must be exclusively for temporary holding, prior to exchanging lower denomination chips for a higher denomination chip to place into the lockbox.

A retail licensee may allow player controlled tip wagers. A player controlled tip wager, once posted, is the dealer's money to be won or lost prior to offering player controlled tip wagers, the retail licensee must submit detailed house rules to the executive secretary or a designee, detailing how player controlled tip wagers will be handled. Specifically, the retail licensee must address at what point the player controlled tip wager, if won, concludes and when it must be placed into a tip storage device or dropped.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:33:11. Irregularities. When any irregularity occurs, the dealer shall notify the box person or pit supervisor, who shall direct the dealer to take the most appropriate action which the box person or supervisor believes to be fair and equitable, and shall observe such action being taken. The box person or pit supervisor, and not the dealer, must make all decisions concerning disputed play or the payment or collection of wagers.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

CHAPTER 20:18:34 ROULETTE

Section

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20:18:34:01. Definitions. Terms used in this chapter mean:

- (1) “American wheel,” 38 compartments containing the numbers 1 through 36, zero (0), and double zero (00);
- (2) “Compartment or slots on the roulette wheel,” where the roulette ball lands to determine the outcome of the bet. The numbers of the roulette wheel are numbered from 1 to 36, alternating between red and black. zero and double zero are green;
- (3) “Crown or dolly,” point marker used by the dealer to mark the corresponding number on the roulette layout, or electronic betting terminal (EBT), where the roulette ball has come to rest;
- (4) “Croupier or dealer,” person in charge of the roulette game for the retail licensee. This person handles the wagers and payouts and spins the roulette wheel;

- (5) “European, French or high limit wheel,” 37 compartments containing the numbers 1 through 36 and zero (0);
- (6) “Inside bets”
 - (a) One number (straight bet).
 - (b) Two numbers (split bet).
 - (c) Three numbers (street bet).
 - (d) Four numbers (corner bet).
 - (e) First five numbers.
 - (f) Six numbers (line bet);
- (7) “No more bets,” a statement made by the dealer that no more bets will be accepted on the roulette layout. A roulette table that utilizes EBTs must have an automated audible and visual announcement by the player terminals;
- (8) “No spin,” a statement made by the dealer that voids the spin because of an irregularity;
- (9) “Non-value chips,” chips of different colors that have no value amount imprinted on them. Value of these chips is set by the player, before any betting takes place on the roulette layout or EBT. Each player receives chips, or electronic chips, of a different color, thus eliminating possible confusion of who bets; and
- (10) “Outside bets”
 - (a) Twelve numbers (column bet).

- (b) Twelve numbers (dozen bet).
- (c) Red or black.
- (d) Even or odd.
- (e) Low or high numbers.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:02. Roulette game drop box procedures. Each roulette table shall have a drop box attached to the table. The drop box shall be used for the deposit of money from the sale of chips. The roulette game drop box shall be a locked container marked with a permanent number corresponding to a permanent number on the game table and permanently marked to indicate the game and table number. All markings shall be clearly visible. The locked container shall be locked to the gaming table and shall be separately keyed from the container itself.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:03. Placement of wagers; permissible and optional wagers.

- (1) All wagers at roulette shall be made by placing accepted gaming chips, issued by the dealer, on the appropriate areas of the roulette layout. Alternatively, chips issued by the licensee used on other table games within the same licensed premise may be accepted at any time for all bets during play. Valid match play coupons may be accepted any time during play on the even money and 2 to 1 wagers only. No verbal wagers or cash may be accepted by the dealer to wager on the table. When a player is at a table with EBTs, all wagers must be made by placing electronic chips on the appropriate areas of the EBT;
- (2) No person at a roulette table may play with non-value chips or electronic chips that are identical in color and design to cash value chips, to non-value chips, or other chips being used by another person at the same table. If a roulette table utilizes electronic chips where there is no central screen to simulate the table felt, identical colors and designs are permitted;
- (3) Each player shall be responsible for the correct positioning of their wager on the roulette layout or EBT regardless of whether the player is assisted by the dealer. Each player must ensure that

instructions given to the dealer regarding the placement of a wager are correctly carried out;

(4) Each wager shall be settled strictly in accordance with its position on the layout or EBT when the ball falls to rest in a compartment of the wheel;

(5) The permissible wagers in the game of roulette shall be:

(a) “Straight bet (one number)” is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout or EBT that contains the selected number.

(b) “Split Bet (two numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout or EBT that contains two selected numbers, except that a split wager on “0” and “00” may also be placed on the line between the “2nd 12” and the “3rd 12” box.

(c) “Street Bet (three numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that

corresponds to any of three numbers in a single row on the roulette layout or EBT selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the roulette layout or EBT that contains the first number in the selected row.

(i) “Three numbers” shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: (0,1,2) (0,2,00) or (00,2,3).

(ii) The player shall select one of the “three numbers” wagers identified in 5(c)(i) above by placing a wager on the common corner of the three boxes containing the selected numbers.

(d) “Corner bet (four numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout or EBT selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers;

- (e) “First five numbers” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of the numbers “0,” “00,” “1,” “2,” or “3.” The player shall bet the “first” of the boxes on the roulette layout or EBT that contains the label “1st 12” and the numbers “0” and “1”;
- (f) “Line bet (six numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the roulette layout or EBT selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout or EBT that contains the first number in each of the rows being selected;
- (g) “Column bet (twelve numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 12 numbers contained in a single column on the roulette layout or EBT selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout or EBT that is at the bottom of the column being selected;

- (h) “Dozen bet (twelve numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 12 consecutive numbers from “1” through “12,” “13” through “24,” or “25” through “36” selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout or EBT labeled “1st 12” (“1” through “12”) “2nd 12” (“13” through “24”), or “3rd 12” (“25” through “36”);
- (i) “Red” is a wager that the roulette ball will come to rest in any compartment with a red background on the roulette wheel. The player shall bet on “red” by placing a wager within the red box on the roulette layout or EBT used for such wagers;
- (j) “Black” is a wager that the roulette ball will come to rest in any compartment with a black background on the roulette wheel. The player shall bet on “black” by placing a wager within the black box on the roulette layout or EBT used for such wagers;
- (k) “Odd” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to any “odd” number. The player shall bet on an “odd” by placing a wager within the box on the roulette layout or EBT that is labeled “odd”;

- (l) “Even” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to any “even” number. The player shall bet on an “even” by placing a wager within the box on the roulette layout or EBT that is labeled “even”;
- (m) “1 to 18” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 18 consecutive numbers from “1” through “18.” The player shall bet on “1 to 18” by placing a wager within the box on the roulette layout or EBT that is labeled “1 to 18.” This is also referred to as a “low” bet; and
- (n) “19 to 36” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 18 consecutive numbers from “19” through “36.” The player shall bet on “19 to 36” by placing a wager within the box on the roulette layout or EBT that is labeled “19 to 36.” This is also referred to as a “High” bet.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:04. Payout odds.

- (1) No licensee, its employees or agents shall pay off winning wagers at the game of roulette at less than the odds listed below:

| <u>Bets</u> | <u>Payout Odds</u> |
|---------------------------|--------------------|
| <u>Straight</u> | <u>35 to 1</u> |
| <u>Split</u> | <u>17 to 1</u> |
| <u>Three Numbers</u> | <u>11 to 1</u> |
| <u>Four Numbers</u> | <u>8 to 1</u> |
| <u>First Five Numbers</u> | <u>6 to 1</u> |
| <u>Six Numbers</u> | <u>5 to 1</u> |
| <u>Column</u> | <u>2 to 1</u> |
| <u>Dozen</u> | <u>2 to 1</u> |
| <u>Red</u> | <u>1 to 1</u> |
| <u>Black</u> | <u>1 to 1</u> |
| <u>Odd</u> | <u>1 to 1</u> |
| <u>Even</u> | <u>1 to 1</u> |
| <u>1 to 18</u> | <u>1 to 1</u> |
| <u>19 to 36</u> | <u>1 to 1</u> |

- (2) The licensee may, in its discretion, offer to every player at a roulette table the option of the “In prison” rule. “In prison” is a roulette rule that applies to even-money bets only. When the outcome is zero (0), the player may take back half of the bet or leave the bet “in prison” for another roulette spin. If the outcome of the following spin is again zero (0), then the whole bet is lost.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:05. Rotation of wheel and ball.

- (1) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin;
- (2) Prior to the ball coming to rest in a compartment, the dealer shall call “no more bets” and wave a hand over the layout;
- (3) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker known as a “crown” or “dolly” on that number on the roulette layout; and
- (4) After placing the crown on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:06. Irregularities.

- (1) If the ball is spun in the same direction as the wheel, the dealer shall state “no spin” and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments;
- (2) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce “no spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments;
- (3) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall state “no spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments; and
- (4) If the ball leaves the wheel prior to the ball coming to rest, the dealer shall announce “no spin”. The ball shall be recovered and inspected by the pit supervisor for any damage or tampering before being placed back into the wheel.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:07. Maximum table bet limits. The table minimum and maximum bets may be set by the licensee and must be posted on the game.
The licensee shall post any restriction on tip wagers for the dealers.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

Cross Reference: Maximum amount of bets, SDCL 42-7B-14.

20:18:34:08. Posting of rules. Posted house rules and jackpot award rules shall be clear and legible and placed in a conspicuous and conveniently accessible location available to all players in the room. Rules posted and the place of posting must be approved by the Executive Secretary or designee. Printed copies of house rules and jackpot award rules must be provided to players upon request.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:09. Type of roulette wheel.

- (1) The licensee may, in its discretion, offer to the players a roulette wheel called the American wheel, a roulette wheel with 36 numbers plus two zeros, (0) and (00); and
- (2) The licensee may, in its discretion, offer to the players a roulette Wheel called the European, French or high limit wheel, a roulette wheel with 36 numbers and one zero (0).

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:10. Using a double zero wheel as a single zero wheel game.

- (1) A double zero roulette wheel may be used as a single zero roulette wheel, provided that:
 - (a) If a double zero table layout is used, the “00” wager area on the layout is obscured with a cover or other approved device which clearly indicates that such a wager is not available;
and

- (b) Appropriate signage is posted at the roulette table to notify players that:
 - (i) A double zero roulette wheel is being used as a single zero roulette wheel, and that double zero (00) is not an available wager;
 - (ii) If the roulette ball comes to rest in a compartment marked double zero (00), the spin will be declared void and the wheel will be re-spun; and
 - (ii) Wagers on red, black, odd, even, “1 to 18” and “19 to 36” shall be lost if the roulette ball comes to rest in a compartment marked zero (0).
- (2) The layout for a roulette table shall be approved by the Executive Secretary or designee and shall contain, at a minimum:
 - (a) Specific areas for the placement of the wagers authorized.
 - (b) An identifying number, assigned by the retail licensee, on the top surface of the table. This table number must be visible to stationary surveillance camera coverage.
 - (c) If a licensee offers an approved optional wager, the layout for that roulette table shall also include, in a manner approved by the executive secretary or a designee, designated areas for the placement of such wagers.

- (d) Each roulette table shall have a drop box and tip box attached to it.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

20:18:34:11. Inspection and security procedures.

- (1) Prior to opening a roulette table for gaming activity, a key manager, licensed member of the casino security department, or pit supervisor shall:
- (a) Inspect the roulette table and roulette wheel for any magnet or contrivance that would affect the fair operation of such wheel;
 - (b) Inspect the roulette wheel to assure that it is level and rotating freely and evenly;
 - (c) Inspect the roulette wheel to assure that all parts are secure and free from movement;
 - (d) Inspect the roulette ball by passing it over a magnet or compass to assure its non-magnetic quality; and

- (e) Confirm that the layout and signage agree, i.e.: if a double zero roulette wheel is being used as a single zero roulette wheel.
- (2) If a licensee uses a roulette wheel that has external movable parts, any adjustments to the movable parts shall be made by a licensed employee. Adjustments to the movable parts of a roulette wheel that is located on the casino floor shall only be made:
 - (a) When the game is not open to the public; or
 - (b) When the roulette wheel is moved to a secure location outside the casino floor as approved by the executive secretary or a designee.
- (3) All adjustments shall be completed prior to the required inspections in paragraph (1) above;
- (4) The licensee may replace any of the movable parts at any time, provided, however, if any one or more of the movable parts are external, then an inspection must be completed by the executive secretary or a designee prior to reopening the roulette wheel and table for gaming activity; and
- (5) A log shall be maintained which shall include, at a minimum, the date, the roulette table number, whether an adjustment or replacement was completed and the name, license number and signature of the person making the adjustment or replacement.

Source:

General Authority: SDCL 42-7B-7, 42-7B-11(13).

Law Implemented: SDCL 42-7B-1, 42-7B-11(13).

Appendix A
ACCOUNTING FUNCTION
SECTION 535

REF

535.5 Instructions and Worksheet Minimum Bankroll Requirements. The bankroll verification worksheet provided in this section shall be used when evaluating compliance with § 20:18:12.01:14. The “immediate exposure” column is intended to function as an analysis of current cash availability, reflecting total cash on hand, less the games and slot machine cash requirement, as of the date the review is performed. Cash available for the “cash on premises” figure is restricted to cash and cash equivalents which are readily available for customer payouts. Coin in slot hoppers cannot be used in this calculation. The “cash in banks” figure must reflect book balance, as opposed to the bank’s balance, to recognize any outstanding checks. Consideration shall be given to restrictions on cash in banks. Lines of credit from financial institutions which are immediately available to the licensee are considered a cash equivalent. Amounts in trust funds or other bank accounts, which do not allow unrestricted access, shall not be included in

“cash available.” The “thirty-day exposure” column functions as a cash flow statement, in that cash flow for one month is added to total cash on hand at the time of the bankroll verification, to project a cash position at the end of 30 days. Cash flow, as used here, includes cash revenues and cash expenses of all departments, not just the departments which are gaming-related. The licensee shall use the most recent month's revenue and expenses or a projected amount based on experience, whichever method is determined by commission staff to more accurately reflect the 30-day exposure. Gross revenues must exclude complimentaries. As appropriate, delinquent payables or other delinquent debt payments may be another consideration in determining cash requirement if payments on these payables is required. The computations used to determine the cash requirement for licensed gaming activity area as follows:

1. The average daily fill for each ~~type of table~~ blackjack and house banked poker game is determined by dividing total fills, as reflected in the accounting records, by the number of days in that month. This is multiplied by two days to approximate the cash needed to operate each blackjack or house banked poker games.

2. The craps table reserve amount is determined by multiplying the average daily fill amount as calculated for black jack and house banked poker game by two or by a method approved by the executive secretary. This is multiplied by two days to approximate the cash needed to operate each craps table.
3. The roulette table reserve amount is equal to the average daily fill amount as calculated for black jack and house banked poker game or by a method approved by the executive secretary. This is multiplied by two days to approximate the cash needed to operate each Roulette table.
4. The keno game reserve amount is equal to the single highest award available for payout.
- 2.5. The slot machine reserve amount, other than those involving periodic payments as described in item 3 below, is determined by totaling items a, b, and c, as applicable:
 - a. The average daily payouts amount (i.e., fills/jackpots/tickets redeemed, which may be determined from the most recent SDCG Monthly Gross Revenue Tax Report(s) by subtracting "gross revenue" from "drop" and then dividing the result by the number of days in the month), times the greater of:
 - i. The number of days until the next slot drop; or

- ii. Two days.
 - b. The single highest available nonprogressive jackpot.
 - c. All progressive jackpot amounts that are not specifically funded by restricted cash reserves as required by § 20:18:17:24.16.
- ~~3.6.~~ The present value of the total sums owed to patrons for annuities or periodic payments as permitted under § 20:18:17:24.11 must be included as a cash requirement until those sums are fully funded.
- ~~4.7.~~ Other progressive payouts include 100 percent of the progressive payout liability from licensed games other than slots and any bad beat liability.